

Valarius

CHARACTER NAME

Rogue 2

CLASS

2 / 2

Character Level / CR

1250 / 3000

EXP / NEXT LEVEL

PLAYER NAME

Halfling

RACE

Small / 5 ft.

SIZE / FACE

25

AGE

Male

GENDER

None

DEITY

REGION

38 lbs.

WEIGHT

Chaotic Good

ALIGNMENT

Normal

VISION

ABILITY NAME

STR

Strength

8

-1

DEX

Dexterity

16

+3

CON

Constitution

12

+1

INT

Intelligence

14

+2

WIS

Wisdom

13

+1

CHA

Charisma

8

-1

SAVING THROWS

FORTITUDE

(constitution)

+2

=

+0

+

+1

+

+0

+

+1

+

+0

+

REFLEX

(dexterity)

+7

=

+3

+

+3

+

+0

+

+1

+

+0

+

WILL

(wisdom)

+2

=

+0

+

+1

+

+0

+

+1

+

+0

+

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

Conditional Modifiers

MELEE

attack bonus

+1

=

+1

+

-1

+

+1

+

+0

+

+0

+

RANGED

attack bonus

+5

=

+1

+

+3

+

+1

+

+0

+

+0

+

GRAPPLE

attack bonus

-4

=

+1

+

-1

+

-4

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

*Masterwork Rapier (Small)

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

P

S

18-20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+2

1d4-1

Masterwork Shortbow (Small)

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

P

S

20/x3

5 ft.

Range: 30 ft.

To Hit: +6

Damage: 1d4-1

60 ft.

120 ft.

180 ft.

240 ft.

300 ft.

TH

+6

+4

+2

+0

-2

Dam

1d4-1

1d4-1

1d4-1

1d4-1

1d4-1

360 ft.

420 ft.

480 ft.

540 ft.

600 ft.

TH

-4

-6

-8

-10

-12

Dam

1d4-1

1d4-1

1d4-1

1d4-1

1d4-1

*: weapon is equipped

1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

*Mithral Shirt (Small)

Light

+4

+6

+0

10

30hp/inch and 15 hardness

WOUNDS/CURRENT HP

HP

hit points

14

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 20 ft.

AC

armor class

18

:

15

:

14

=

10

+

4

+

0

+

3

+

1

+

0

+

0

+

0

+

0

+

0

MISS CHANCE

10

+

0

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

0

SPELL RESIST

INITIATIVE

modifier

+3

=

+3

+

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+1

TOTAL SKILLPOINTS: 50

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

MAX RANKS: 5/2.5

✓

Appraise

INT

2

=

2

✓

Balance

DEX

7

=

3

+

2

+

2

✓

Bluff

CHA

-1

=

-1

✓

Climb

STR

1

=

-1

+

2

✓

Concentration

CON

1

=

1

✓

Craft (Untrained)

INT

2

=

2

✓

Diplomacy

CHA

-1

=

-1

✓

Disguise

CHA

-1

=

-1

✓

Escape Artist

DEX

8

=

3

+

5

✓

Forgery

INT

2

=

2

✓

Gather Information

CHA

-1

=

-1

✓

Heal

WIS

1

=

1

✓

Hide

DEX

12

=

3

+

5

+

4

✓

Intimidate

CHA

-1

=

-1

✓

Jump

STR

-2

=

-1

+

1

+

-2

✓

Listen

WIS

8

=

1

+

5

+

2

✓

Move Silently

DEX

10

=

3

+

5

+

2

✓

Open Lock

DEX

9

=

3

+

4

+

2

✓

Ride

DEX

3

=

3

✓

Search

INT

7

=

2

+

5

✓

Sense Motive

WIS

1

=

1

Sleight of Hand

DEX

8

=

3

+

5

Speak Language(Elven)

1

=

0

+

1

✓

Spot

WIS

2

=

1

+

1

✓

Survival

WIS

1

=

1

Survival (Find or follow tracks)

WIS

3

=

1

+

[1]

+

1

✓

Swim

STR

1

=

-1

+

2

Tumble

DEX

8

=

3

+

5

✓

Use Rope

DEX

6

=

3

+

3

Use Rope (Bind someone)

DEX

8

=

3

+

[3]

+

2

=

+

+

=

+

+

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Masterwork Rapier (Small)	Equipped	1	1.0	320.0
Mithral Shirt (Small)	Equipped	1	5.0	1100.0
30hp/inch and 15 hardness				
Masterwork Shortbow (Small)	Carried	1	1.0	330.0
0 lbs.				
TOTAL WEIGHT CARRIED/VALUE			7 lbs.	1750.0 gp

WEIGHT ALLOWANCE					
Light	20	Medium	40	Heavy	60
Lift over head	60	Lift off ground	120	Push / Drag	300

LANGUAGES	
Common, Dwarven, Elven, Gnome, Halfling	

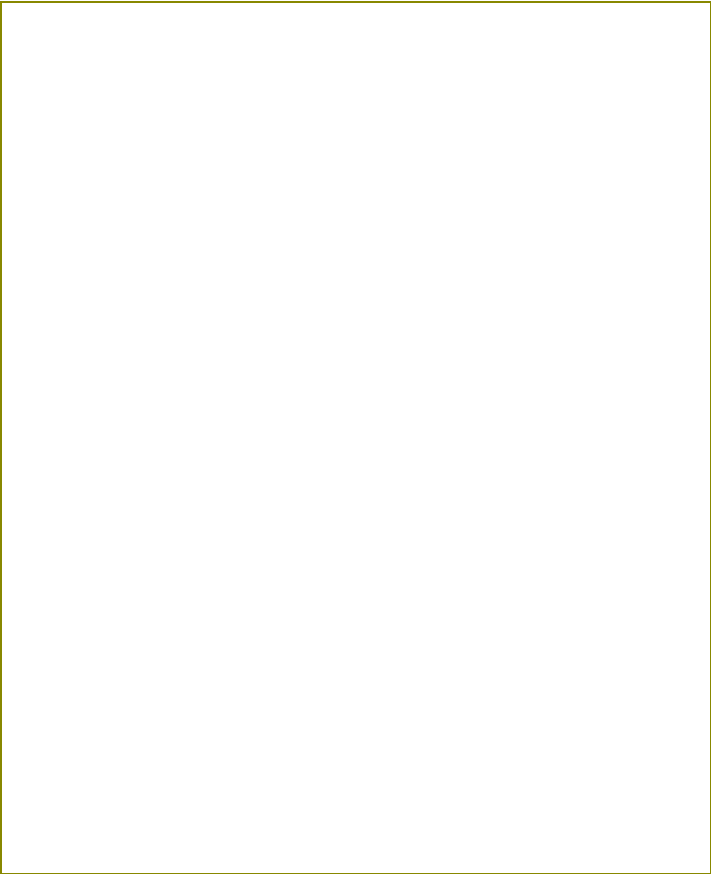
Special Attacks	
Sneak Attack	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesII.rtf]
<p>If a rogue can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage. The rogue's attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target. This extra damage is 1d6 at 1st level, and it increases by 1d6 every two rogue levels thereafter. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a sap (blackjack) or an unarmed strike, a rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. A rogue can sneak attack only living creatures with discernible anatomies-undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A rogue cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.</p>	

Special Qualities	
Evasion (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesII.rtf]
<p>If subjected to an attack that allows a Reflex save for half damage, you take no damage on a successful save.</p>	
+2 morale bonus on saving throws against fear	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
Humanoid Traits	[Wizards of the Coast - Revised (v.3.5) System Reference Document, TypesSubtypesAbilities.rtf]
<p>Humanoids eat/sleep/breathe</p>	
Trapfinding	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesII.rtf]
<p>Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.</p>	

Feats	
Nimble Fingers	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
<p>You get a +2 bonus on all Disable Device checks and Open Lock checks.</p>	
Armor Proficiency (Light)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
<p>When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.</p>	
Simple Weapon Proficiency	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
<p>You make attack rolls with simple weapons normally.</p>	

PROFICIENCIES
Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rapier, Sap, Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Ray), Sword (Short), Unarmed Strike

Valarius



Halfling
RACE
25
AGE
Male
GENDER
VISION
Chaotic Good
ALIGNMENT
Right
DOMINANT HAND
3' 4"
HEIGHT
38 lbs.
WEIGHT
EYE COLOUR
SKIN COLOUR
,
HAIR
PHOBIAS
,
PERSONALITY TRAITS
INTERESTS
,
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
LOCATION
None
REGION

Description:
Biography: